Devlet (Game Rules)

The Political System

Understand that the rules outlined here describe the ideal and original - once the game begins, players will attempt to change the rules, find ways around them, obscure what information others have access to and how reliable certain information gathering methods will be. Think around just two corners and fall.

The Sultan is, on paper, an absolute monarch. In practice, the empire's sprawl and increasing complexity has forced the dynasty's hand and many powers and responsibilities have been devolved de facto to various authorities and bureaus.
In addition, the dynasty has lost its own political literacy, and there exists considerable distrust between the Sultans and their government. Finally, the current Sultan is but a boy - the Valide Sultana, The Grand Regent Vizier, the boy's mother, acts on his behalf in what little matters he would be expected to.

The Instruments of State

These are the most important players in the Devlet:

The Divan

The Divan, once constituted as a mere advisory council, is the de facto cabinet of the Devlet.
The Sultan presides over the Council in his role as absolute monarch and head of state - but does not take part in sessions, delegating instead to allow the Grand Regent Vizier to run the Divan.
The Grand Regent Vizier, presently **the Valide Sultan,** the queen mother, chairs the Council in her role as head of government. Equipped with far-reaching legislative powers, the Grand Regent Vizier is perhaps the most politically powerful person in the entire state. Unless, of course, the Sultan were to assert himself against her.

In addition, the heads of the major government Bureaus have seats in the Divan. This includes:
The Serasker, who heads the armies of the state in any conflict foreign, or God forbid, domestic. The Serasker is empowered to levy and lead troops, requisitioning the Beys' personal levies for the defense of the Devlet.
The Defterdar, who heads the treasury of the state. All revenue from the Eyalets are collected by the Defterdar, and all salaries to the Beys who control the Eyalets are dispensed through the Defterdar.
The Pasha of Peace, who heads the foreign policy and diplomacy of the state. All *official* diplomatic channels between the ambassadors of foreign nations and the Devlet are to go through the Peace Pasha.
The Grand Eyüp, who heads the internal security and secret police of the state. It is his task to uncover and disclose any plots or other information that might be of direct consequence to the security of the state, the Divan, or the Sultan.
The Capitoline Bey, the governor in control of the capital city of the state, and by extension, the host of the entire Divan. The Capitoline Bey is by far the richest Bey in the Devlet, with a personal levy to match.
The Grand Mufti, the head of all religious and cultural affairs of the state. The Mufti also serves as the final legal say for all laws passed by the Divan, and plays an important role in Divine Jurisprudence in politics.

The Beys

The Beys are the loyal governors of the 25 Eyalets of the Devlet. Each Bey controls a different Eyalet, with different populations, different obligations, and different needs. The Bey is fully in control of each Eyalet's collection of Revenue and Manpower, granting them a significant degree of autonomy in political and military matters. However, with a boy sultan in the Divan, this autonomy has decayed into almost open independence. The Divan and the Eyalets exist in nearly separate realms, and a boy cannot possibly hope to fully reign in these wayward provinces alone. This moment of calm forebodes an era of intrigue, plotting, and perhaps even open warlordism. Whatever the future may hold for the fractious Devlet, the Beys will be at the center of it all.

The Effendis

The Effendi are landless aristocrats and nobles, though ones of still considerable wealth and political clout. Having none of the benefits of their own Eyalet to govern also means that they hold no particular allegiance or obligation directly to the boy sultan or his Divan. An Effendi has everything to gain and nothing to lose, making them dangerous political wildcards and powerful sources of clout and intrigue.

The Foreign Quarter

The Foreign Quarter constitutes the small section of the capital city dedicated to foreign diplomacy and commerce, and as such, houses the embassy buildings of the four great powers with diplomatic ties to the Devlet as well as a special economic zone where a limited trickle of foreign goods enter the country with minimal supervision and no import tariffs.

The Slaikan Ambassador, who leads the diplomatic delegation from the Slaikan Empire.

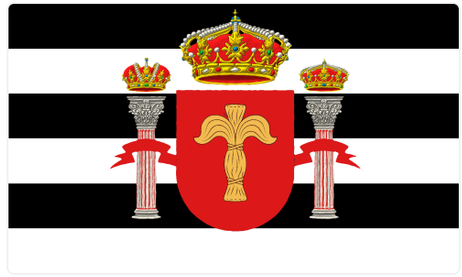
> The Slaikan Empire is a barely post-feudal post-serfdom empire spanning the entire northern half of the continent. Deeply reactionary and incredibly wary of the Devlet given their long history of conflict over strategic warm water ports in the Crescent Sea, the Slaikan Empire views the fringe eyalets of the Devlet, home to millions of followers of the Eastern Church, as core part of la Patrie under foreign occupation.
>
> The goal of the Slaikan Ambassador, as such, is to either ensure the victory of the Reactionary Faction in the Devlet to gain a powerful geopolitical ally, or alternatively, provoke a civil war in which the Slaikan Empire can intervene and easily annex particular religious minority-majority eyalets.

The Brest-Lyonesse Ambassador, who leads the diplomatic delegation from the Kingdom of Brest-Lyon.

> The Kingdom of Brest-Lyonesse is home to the most oldest and most venerated dynasty on the continent, and is considered to be the sword and shield of the Western Church. Despite this, the old kingdom and the Devlet have shared historically deep political, military, and cultural ties for centuries. This ancien régime is a lumbering, conservative beast who will only seek to maintain positive diplomatic ties with a stable, unaligned, and aristocratic sultan-state.
>
> The goal of the Brest-Lyonesse ambassador, therefore, is to thwart any threats to the young sultan until such a point in which the boy outgrows his regent. Both the reactionaries and progressives must be stymied in their policy goals until the succession is secured and the Devlet is not in crisis.

The Gwaelod Ambassador, who leads the diplomatic delegation from the Cantrebury-Gwaelod Commonwealth.

> The Cantrebury-Gwaelod Commonwealth, also known as the Unified Kingdoms, is the preeminent naval power in the world. With a large, well-educated, industrializing, and liberal population, the Cantrebury-Gwaelod Commonwealth seeks to liberalize the Devlet, possibly out of a genuine belief in democratic and secular values, but more cynical foreign observers note their diplomatic emphasis on liberalizing the Devlet's mercantilist policies and opening up the country to Gwaelod commerce.
>
> The goal of the Gwaelod Ambassador, then, is to ensure the victory of the Reformist Faction in the Devlet, or if all else fails, to secure a treaty port in the country by military means.



The Irmonic Ambassador, who leads the diplomatic delegation from the Irmonic League.

> A byzantine confederation of hundreds of tiny city-states, duchies, polities, and kingdoms loosely held together by a system of mutual patronage and vague cultural unity, the Irmonic League is a uniquely interesting Empire. With "Emperorship" constantly rotating between dynastic kingdoms in an electoral system, the foreign policy of the Irmonic League is difficult to place, though, domestic changes in the League may create a more coherent and unified diplomatic outlook.
>
> The current goal of the Irmonic Ambassador, **unless the political situation were to change drastically**, is simply to not allow the victory of any other countries' diplomatic corps.

The Devlet

The Eyalets

The Map is divided into 25 Eyalets. Each Eyalet is overseen by a governor who is entitled to the title of Bey.
Each Eyalet has three traits, which effects how laws passed in the Divan will effect them

- **Religion**: Either majority Divine Rites, which is the official state religion of the Devlet, or majority Eastern Church, a minority religion in the Devlet.
- **Nationality**: Either majority Devish **(NAME SUBJECT TO CHANGE)**, the majority population in the Devlet, or majority other.
- **Development**: Either agrarian or urban.

Each Eyalet creates two products, **Revenue** and **Manpower**.

The full sum of Revenue is expected to be sent directly to the Defterdar, who runs the Devlets treasury. In return, the Defterdar will pay each Bey a salary dependent on how much revenue was received.
The full sum of Manpower, on the other hand, is given directly to Bey as a personal levy, and can only be requisitioned by the Serasker.

Unrest:

Unrest exists on a scale from 0-5, and will increase or decrease based on events, plots, laws passed in the Divan, or an increase or decrease in Revenue or Manpower extracted.
At 5 unrest, the Eyalet will rise up in Revolt, attempt to kill its current Bey and attempt to forcibly separate from the Devlet.

Each Eyalet begins at an "equilibrium" revenue and manpower, that is to say, no unrest will accrue from the starting level of revenue and manpower extracted.
Certain Eyalets grant an additional Clout per Round due to their political, economic or strategic importance.
The Sultan can appoint and reassign Eyalets with the approval of the Grand Regent Vizier.
The Grand Regent Vizier can be formally and anonymously petitioned to reassign an Eyalet. The Sultan must approve.

The Homelands

(...)

The Western Fringe

(...)

The Eastern Fringe

(...)

The Southern Fringe

(...)

List of Eyalets (placeholder names):

- 1 Fenarut (capital district)

  Divine Rites - Devish - urban
- 2 Kahvandar

  Divine Rites - Devish - urban
- 3 Nikolbaye

  Eastern Church - Chrysiot - urban

  (Nikolivassia if Chrysiot Separatist)
- 4 Ustürlet

  Divine Rites - Devish - rural
- 5 Mahtane

  Eastern Church - Chrysiot - rural

  (Rhadax if Chrysiot Separatist)
- 6 Rüveliya

  Eastern Church - Srebnic - rural

  (Ruvelia if Srebnic Separatist)

- 7 Sirmek
  Eastern Church - Srebnic rural
  (Sremika if Srebnic Separatist)
- 8 Savund
  Divine Rites - Devish - rural
- 9 Birla
  Divine Rites - Devish - rural
- 10 Efaniya
  Divine Rites - Devish - urban
- 11 Kavtan
  Divine Rites - Devish - rural
- 12 Dürlu
  Divine Rites - Devish - rural
- 13 Menevem
  Divine Rites - Devish - rural
- 14 Amoghuz
  Divine Rites - Devish - rural
- 15 Ersebog
  Eastern Church - Poghpatian - rural
- 16 Kardasonus
  Eastern Church - Poghpatian - rural
- 17 Bantasölü
  Eastern Church - Chrysiot - urban
- 18 Ertelir
  Divine Rites - Devish - ???
- 19 Güvel
  Divine Rites - Murawedi - rural
  (Djebel if Murawedi Separatist)
- 20 Mehmediye
  Divine Rites - Murawedi - urban
  (

Movements

Movements represent populist equivalents, allies and counterweights to the elitist Factions. Eyalets will generally be dominated by one Movement, whose total amount of associated Manpower and Revenue is measured as **Powerbase**.
Movements can be
The Devlet starts with the following Movements already active:
1. Reactionaries
Short-Term Goals:
Resist and roll back reforms
Long-Term Goals:
Restore the Sultanate
2. Conservatives
Short-Term Goals:
Preserve the status quo
Long-Term Goals:
Preserve the status quo
3. Progressives
Short-Term Goals:
Pressure Government into reforms
Long-Term Goals:
Establish a Constitutional Monarchy
4. Separatists
Short-Term Goals:
Combat religious and ethnic discrimination policies
Long-Term Goals:
Secede from the Devlet as a nation-state

More movements may emerge depending on the domestic and international geopolitical situation, such as:
3. Radicals
Short-Term Goals:
The death of the Sultan and the Divan
Long-Term Goals:
The establishment of a Democratic republic

and more!

Resources

Clout
Clout represents favours in high and low places, political connections and assets, (...)
Clout is gained every Round according to one's rank:

- Pashas get 3 Clout, but are expected to spend one on their Bureau's operations. However, they do not have to - their Clout expenditures are public only to the GM. Neglecting a Bureau's operations can lead to complications, however, that will implicate the Pasha for its mismanagement.
- Beys get 2 Clout, but are expected to spend one on their eyalet's administration. However, they do not have to - their Clout expenditures are public only to the GM. Neglecting an eyalet's administration can lead

to complications, however, that will implicate the Bey for its mismanagement.

- Effendis get 2 Clout, and can spend it as they please.

Clout can be spent on backing Plots and Plays,
- 1
- 2
- 3

Revenue
Revenue represents savings and assets, promissory notes and privileged access, (...) and can be expended to:
- 1
- 2
- 3

Clout Expenses
Ending a Round with zero Revenue left reduces your Clout income by 1: all Functionaries are assumed to be paid enough to keep up their living expenses, but Functionaries who must make ends meet lose out on social gatherings, occasional attentions and small bribes, informal patronage networks etc that are significant to securing Clout.

The Round
(...)

The Gazette
(...)

The Divan Session
(...)

Deliberation
(...)

Task Resolution
(...)

The Eyalet Phase
(...)

Bey Actions

Raid
Beys can organize small-scale raids into neighbouring Eyalets, running a small Battle (see rules in the Armed Forces section below) between defenders and attackers.

- if the attackers win, they take 1 Revenue from the defenders income next Round
- if the defenders win, they take 1 Clout from the attackers income next Round

Eyalets suffering frequent Raids will suffer from increased Unrest even if they manage to repel the Raiders; it is the Bey's obligation to keep his subjects safe, and the people will not forgive a Bey who is too weak to do so. Raids cannot be started in or launched into Eyalets where an Exercise is taking place.

Rival
Beys can attempt to

The Free Phase

During the Free Phase, all Effendis are able to act and talk among themselves, spend Clout and Revenue, and engage in both Plots and Plays.
Pashas and Beys, having finished their Tasks,

Plots

Plots are underhanded campaigns to secure something an individual or Faction desires with as little knowledge, and therefore possibility to counteract, accorded to opponents.
Plots can demand anything - as long as the GM affirms that a Plot's stated goal is feasible and the GM greenlights the Plot, anything and everything is on the table.

Vectors and Targets

Plots should be formulated with two things in mind: a Vector and a Target.
The **Vector** is an open channel, a known weakness, a liability or overextension, a special method - in other words, anything that can be exploited to bring about the Plot's goal.
Formulating a Plot without a Vector will make it take more time to complete, as your agents will be forcused on finding and creating attack surface. Note that the longer a Plot takes to complete, the more likely it is to be discovered.
The **Target** is a specific individual, institution, law, eyalet - in short, that which will be most affected by the Plot's goal.
Formulating a Plot without a Target will make it have unpredictable results, meaning it might affect someone or something you didn't want to get involved.

Success Check

The GM sets a target number for each Plot, the Plot Clout Cost, based on its ambition, adverse and opportune circumstances, and so on. Participants must invest Clout equal to the Plot's target number in order to progress to the Success Check.
Success is determined by the following factors:
Base Success is a 70% Chance
Negative Factors:

- if the Secret Police is investigating the Faction of a Participant, Success is reduced by 5%
- if the Secret Police is investigating a single Participant, Success is reduced by 10%
- if a Participant is a Bey who has neglected his eyalet's administration in the last Round or a Pasha who has failed his Bureau's upkeep last Round, Success is reduced by 10%
- if a Participant ends the Round at 0 remaining Clout, Success is reduced by 5%
- if a Backer is currently the target of a more advanced Plot, Success is reduced by 5%
- if the Mastermind is currently the target of a more advanced Plot, Success is reduced by 10%

Positive Factors:

- for each 20% of the Success Clout Cost the Mastermind invests in Revenue, Success is increased by 5%
- if the Plot receives backing from a foreign ambassador, Success is increased by 5%

- if the Secret Police was operating below budget last Round, Success is increased by 10% against Pashas and Beys

Secrecy
whether a Plot is discovered depends on several factors but Secrecy depends mostly on how many people are involved.
The Mastermind of a Plot may court Backers, who must contribute 1 Clout or 1 Revenue to back it. Masterminds must list all Backers to the GM. The more Backers a Plot has, the more likely it is to succeed, but also the more likely it will be exposed on failure.
Failure is always an option.
(...)
If a plot is discovered, a certain number of participants is exposed, but no distinction between backer and mastermind is made. At this point, anyone may claim to be the plot's mastermind, allowing particularly loyal backers to take the fall, or ambitious backers to gamble on becoming a "made man". If nobody does, the GM will roll one attempt by the government to trace the Mastermind.
Detection Checks
The GM makes a secret roll, adding the Grand Eyüp's (...)
‼ Note: if any participants in a discovered Plot control the Secret Police, the roll will not be made.
The vizier can be petitioned to open an Investigation into any discovered plots. Successful investigations can reveal an undiscovered mastermind, clear a Scapegoat's name, expose any unexposed backers. Investigating a plot whose participants were all exposed is a waste of time and resources.
The Secret Police can open an Investigation without a mandate, but this will strain its budget and make the Investigation vulnerable to intergovernmental meddling. In addition, an unsuccessful Investigation without a mandate opens up the Secret Police's head to forced resignation.
The Bureau of Finances can shut down Investigations after three rounds, two rounds without successful leads, one round if the Investigation has no mandate, or as the consequence of a Plot.
Masterminds can expend an additional Clout to make a provision when submitting a Plot to the GM to name a Scapegoat in advance among their Backers. Exposed Masterminds can also always profess their innocence and claim they are a Scapegoat.

Plays
Generally, anything that can be done in the shadows can be done in the light.
Plays are the overt equivalent to covert Plots, representing the pursuit of an individual or faction's goals through the appropriate channels. Plays can be preferable when acting against
Plays are initiated by an Instigator, who can court Backers. Participants in a Play who lead a Faction can choose to draw their entire Faction into a Play.
Plays are considered to be arbitration cases, and therefore always turn to the Grand Vizier, the Grand Mufti, or the Sultan to make a decision.
Plays can be opposed by individuals and factions, who become Opponents. Both involved Backers and Opponents can marshall up Clout and Revenue to their case: the Vizier or Sultan will be able to make a decision after 2 rounds. Decisions in favour of the dominant side will have no consequence to the one who makes the decision, whereas deciding in favour of the weaker side will create an opportunity against the decision maker: forced resignation for the Vizier by the Sultan, or a palace coup for the Sultan by the Vizier.

Initiatives

Initiatives exist to cover the remaining potential free-form actions that players might want to pursue in the Free Phase; essentially, players may approach the GM with an Initiative to describe anything that they may want to attempt but that falls outside the mechanics of a Play or a Plot.
The GM responds as freely, and may demand a prerequisite be cleared for the Initiative, such as an amount of Resources being expended, a certain player or a certain number of players being involved, or giving a Success percentage, and rolling if the player/s attempting the Initiative decide to proceed.
In short, Initiatives allow you to ask the GM "can I also do this" and the GM determining to which extent you can.

Consequences

Functionaries are expected to serve the Sultan, the Devlet, and its people. Failure to do so carries Consequences.
But things are a little more complicated. Consequences, generally speaking, result from evident failures: embezzlement, conspiracies, mismanagement, treason.
But first, these failures must be exposed, and even then, Consequences must be enforced.
There are different Consequences available depending on one's rank:

- Pashas can be forced to resign, turning them into normal Effendi.
- Beys can be stripped of their Eyalets, turning them into normal Effendi, or simply confiscated, by having an agreed-upon amount of personal wealth and clout transferred to the Grand Eyüp, who will surely transfer this agreed-upon amount of personal wealth and clout to the Sultan and Grand Regent Vizier.
- Effendis can be exiled, removing them from the game until potentially being reintroduced through a Plot.
- The Sultan can be exposed to a Palace Coup, replacing him with a new Sultan.

In addition, all Functionaries can be imprisoned, removing them from active play for a set amount of time, and executed, removing them from the game permanently.
Consequences can be avoided through military means.
Note: a Bey who revolts in order to avoid Consequences against the Sultan or Vizier can settle - at minimum - for a pardon, but can also attempt to be installed as the new Vizier.

The Bureaus

The Bureau of Finances

The Government is entrusted with the (...).
Every Province starts the game producing a set amount of Revenue. Events can affect this amount.
Increasing Revenue:

- **Development** costs as much Revenue as the Province currently produces and increases its Revenue by 1. Development takes 1 round for every Province between the Province to be developed and the closest Province with a higher Revenue output.
- **Investment** increases a Province's Revenue output at the expense of (...). In addition, Foreign Investment can be revoked at the investing nation's leisure.

Decreasing Revenue:

- **Battles** will subtract 1 from a Province's previous Revenue output. This includes **Raids**, where the lost Revenue is transfered to the raiding Bey's coffers.
- **Revolts** will reduce a Province's Revenue output by 2 while ongoing and subtract 1 from the previous output once put down.
- **Plots** can also reduce a Province's Revenue output.

Taxes and Budget

In the Task Phase, the Defterdar collects the total sum of each Eyalet's Revenue as taxes.
He then assigns Budget to the Bureaus and Salaries to the Functionaries.
In addition, some Bureaus must expend Revenue to cover expenses for their normal operations and request additional Revenue to launch projects such as Investigations, Exercises, etc.

- The Bureau of Foreign Politics requires 1 Revenue per Diplomatic Play it is keeping up and 1 Revenue for its normal operations; upkeep failure will embolden foreign nations in meddling with the Devlet's internal affairs.
- The Armed Forces require 2 Revenue for each ongoing Exercise and 1 Revenue for its normal operations; upkeep failure will increase Unrest in each Eyalet with Unrest above 1 by 1.
- The Secret Police requires 1 Revenue for each ongoing Investigation and 1 Revenue for its normal operations; upkeep failure will make Pashas and Beys more susceptible to Plots.
- The Bureau of Religious Matters requires 1 Revenue for its normal operations; upkeep failure will increase religious turmoil and galvanize political factions across the Devlet.
- The Bureau of Finances, finally, consumes 2 Revenue each Round to pay for its own bureaucratic apparatus, tax collectors, and local assessors.

Note: Laws that improve a Bureau's operations are also liable to increase its Budget costs.

Salaries

Functionaries are entitled to a salary, which is paid out by the Bureau of Finances. Salaries are paid out as units of Revenue, which functionaries can use as they see fit.

- Effendis are not entitled to Salaries but can be paid 1 Revenue per Round at the Government's discretion - the Bureau of Finances must make the reason for this payment public.
- Beys are entitled to 2 Revenue per Round.
- Pashas are entitled to 3 Revenue per Round.
- The Sultan's court (The Sultan and the the Grand Regent Vizier) are entitled to 4 Revenue per Round.

Censured Functionaries do not receive Salaries. Likewise, if the Secret Police chooses to make an Investigation into a Functionary public, the Functionary does not receive a Salary.

The Bureau of Foreign Politics

"Tea, coffee, baklava, compliments, bribes, guided tours, relics, alcohol, opium, girls, boys; you may give the ambassadors everything, everything except a 'yes' or 'no', understand?"

Diplomatic Plays

The Foreign Bureau conducts Plays against neighboring nations. These work much like domestic Plays, except the Devlet and its rival nations contest each other as a whole, and neutral nations are courted by the involved parties as Backers.
The Foreign Bureau can involve the Secret Police in a Play, allowing the Secret Police to start a Plot against a rival Instigating Nation (to reduce its invested Clout) or Backing Nation (to remove it from the Play).
Note: Secret Police involvement in a diplomatic Play can have catastrophic Consequences for the entire Devlet, should it be exposed.

Diplomats

The Foreign Bureau can name 3 Effendis to its Diplomatic Corps at any time. The Foreign Bureau can dismiss and replace Effendis in its Diplomatic Corps every round with no explanation, but Plots can block it from dismissing or naming a specific individual for a Round.
Diplomats can use their own Clout and that of other Functionaries to oppose the other side in Plays. However, they do not have to: Clout expenditure being secret, the Diplomats can

The Armed Forces

The Devlet draws upon its armed forces to keep the peace - especially in the Fringes - and to serve as deterrent to foreign nations. In the most serious cases, the armed forces go to war against the Devlet's enemies.

Levies

The Serasker is authorized to levy the Manpower of any Bey in the Devlet in order to raise Troops for Exercises and Battles. Raising Troops is quite expensive, however, and Eyalets whose Manpower has been levied are vulnerable to Raids and Unrest.

Exercises

Exercises are the main peacetime occupation of the Serasker; he is expected to maintain readiness, discipline and morale among the Devlet's armed forces, as well as to send loud and clear signals to potential hostile nations and rebels alike that the armed forces can and will be deployed at the first sign of trouble.

- **Defensive:** held in border Eyalets, these can assist in Diplomatic Plays by amassing forces along the national borders. Runs a Manpower comparison against the rival nation; if the Devlet wins, its Diplomatic Play against that nation is furthered, if it loses, the nation's Diplomatic Play against the Devlet is furthered instead.
- **Domestic:** held in Eyalets with Unrest, these temporarily suppress Unrest in the Eyalet, preventing the Eyalet from breaking out into revolt in the next Round and on occasion disrupting rebel activities, permanently lowering Unrest.
- **Parade:** held in the capital exclusively, military parades are cumbersome and pompous affairs that

Battles

X

The Secret Police

"This is the third murder plot this month - this month! I knew that this was dirty work, bismillah, but one has trouble keeping up with all the gunmen, poisoners, bomb throwers...frankly I do hope we start actually investigating someone else's plots for once."

Investigations
X

Intelligence
Certain information is available to the Secret Police as long as it is operational, without needing to launch an Investigation - and can serve to direct the Grand Eyüp's attention to potential Investigation targets.

- **Bank Transactions:** the Secret Police may tap the Revenue transaction volume of 2 players per Round (i.e. how much they have received and sent to other players).
- **Conspicuous Meetings:** the Secret Police will be alerted about the 2 players who spent the most Clout per Round.

Interrogations
The Secret Police can arrest an Effendi (or a Bey or Pasha provided they are suffering Consequences) and retain them in custody for up to a maximum of 3 Rounds. During this time, individuals may attempt to secure the prisoner's release by petitioning the Sultan or the Grand Mufti.
The Secret Police can bribe or threaten the captive by any means to give up information to them. Note that captives who lie to the Secret Police and are later proven to have done so can be imprisoned and executed, removing them from the game.

The Bureau of Religious Matters
"Abu Hizam writes that the Prophet - peace be unto him - was once recorded as saying this: that it is impermissible for a bushel of dates sold in the month of Azimut to be priced at more than the cost for its equivalent weight in fava beans; however the famous Haji jurisprudent Darza ibn Faysal al-Majnun, on the basis of a passage from Philocrates, with reference to a Devlevi reading informed by Nizvari romance literature, claims that the Prophet - peace be unto him - held it permissible to charge 0,4 times more, provided a third of the profits go to charity. Having said this, we must veto the law proposed."
The Grand Mufti and his ulema, graduates of religious schools in the Devlet, oversee the government's compliance with the occasionally labyrinthine religious laws and morals, drawing from scripture, centuries of competing religious jurisprudent schools, previous Mufti's decisions and deliberations, and the capricious inclinations of the human mind and heart. Due to the religious nature of the Devlet's legal system, the Grand Mufti is the de facto supreme legal authority in the Devlet.
The Grand Mufti serves as a sort of controlling agent to the Government, and is - in theory - even authorized to censure the Sultan. In practice, the Sultan can dismiss the Grand Mufti at any time, and a new appointment can be informally made dependent on retracting the censure against the Sultan, rendering any censure against his person unfeasible. It is a different matter, however, for the Divan - including the Grand Vizier...

Censure
The Grand Mufti can, providing a moral reasoning, censure one player per Round, reducing their Clout income to 0. Note that while censuring an Effendi is considered well within the Mufti's rights, censuring a Bey effectively interferes with their eyalet's basic administration, and censuring a Pasha in essence paralyzes an entire branch of the Government - such Censure should only be undertaken if the target is politically isolated or the Mufti is protected from the political fallout that may ensue.
Failing to provide a moral reasoning that appeals to the public - the GM informs the Grand Mufti about whether this is the case - and still going forward with the Censure will wipe the Grand Mufti's Clout - including that invested in active Plays (but not active Plots).

Fatwas
The Grand Mufti can issue a non-binding proclamation to either promote or condemn a Government law or decision. Promoted decisions will take far less clout to pass, while condemned decisions will take far more clout to pass. In addition, if the Government passes a decision condemned in a Fatwa, the Mufti can request Consequences for the Functionary he deems most responsible.

Veto
The Devlet, at game start, is constrained by the judicial bounds of Sharia, that is to say, the teachings and traditions of the historic Prophet (PBUH) of the Divine Rites. As the leading advisor to the Divan of all Ritual interpretations, the Grand Mufti may expend significant amounts of Clout in order to outright veto any law based on Ritual Jurisprudence, requiring the Sultan to match the clout expended by the Grand Mufti in order to override the veto. Even if the Sultan dismisses the Grand Mufti, the veto still stands as a legal precedent that needs to be overcome. A new Grand Mufti cannot retract a previous Grand Mufti's veto.

Jihad
In truly dire circumstances of outright war with another nation, the Grand Mufti is able to call upon the Ummah, the foreign faithful far and wide across the world, to answer a sacred call to arms against infidel invaders. This ability allows the Mufti to expend clout to raise levies that answer exclusively to the Grand Mufti. These soldiers of God can only be used to fight against foreign nations, and if they are used against domestic enemies of the Grand Mufti, their numbers will dwindle dramatically.

The Sultan
Oh Sultan, divinely ordained head of the holiest state on this wretched continent, it is through your grace that the Devish people prosper, and through your will that the Devish state exists. Infidel nations beset the Devlet on all sides, hungrily eying up your government and lands for their own sinful desires. As your traverse your own adolescence, the Devlet is undergoing an adolescence of its own - from a fractious empire pulled in a thousand different directions to one that will soon only hear your voice. A wave of absolutism has spread through the continent, strengthening the institutions and heads of state of all your neighbors. You must not let the Devlet fall behind.
The goal of the Sultan is to centralize power away from the provincial beys and the Divan's bureaus and pashas to legitimize your ascension through the Tanzimat Reforms, a set of laws that will alter the constitution and strengthen your position. Each Tanzimat will benefit certain groups and curtail others. A competent sultan-in-waiting will navigate through these tangled webs of political patronage and secret societies to bribe, cajole, threaten, and otherwise convince other players to join your side.

Laws
As the lawgiver of the realm, all laws begin at the young Sultan's desk. Whether or not they end up at that desk is another question altogether. Any Bey, Effendi, Pasha, or Ambassador can petition the Grand Vizier for the consideration of a law. Only Pashas can directly petition the Sultan for the consideration of a law. Circumventing these channels is an offense that may carry a consequence.
Each law begins as a play, with backers from all across the Devlet contributing clout and wealth for and against the law's passage. This amount of clout and wealth contributed can not be adjusted by any party after being applied. All backers of a law **MUST** be made public, but not necessarily those working against its passing. If the law does not immediately pass, it is up to the Sultan or Vizier to seek out those backing its failure, and negotiate with them however they must to get them to switch sides. If this is proven impossible, the law may, but does not necessarily have to, be withdrawn from consideration at the behest of the Sultan or Grand Vizier Regent.

It is impossible to consider a new law while an old law is still in consideration.
All backers of a successfully passed law will have a portion of their invested clout and wealth refunded to them.
All obstructors of a withdrawn law will have a portion of their invested clout and wealth refunded to them.

Tanzimats

Tanzimats are a special type of law that will reform a certain bureau to strengthen the state, weaken the pashas, and benefit and curtail countless other players. Tanzimats are introduced into consideration by the Sultan himself, and do not require another player to petition it for consideration. Remember that an ally today will not always be an ally tomorrow.

Religious Laws
State Madrassas
(description)
Effect: allows the Sultan to appoint members from any Factions as Grand Mufti.
Jizya Abolition
(description)
Effect: removes the +1 Revenue bonus to infidel majority eyalets as well as the +1 Unrest caused by jizya taxation.
Establish State Patriarchate
(description)
Effect: prevents foreign nations from intervening to support Chrysiot, Srebnic or Poghpetian separatism as long as the total Unrest in Eastern Church Eyalets is below X. Reduces the Grand Mufti's Clout income by 1.
Tanzimat
Separation of Church and State
(description)
Effect: removes the ability of the Grand Mufti to veto a Tanzimat, or any other law or decision. Transfer the ability of the Grand Mufti to censure a player to the sultan. The Sultan's veto, however, cannot be used on the Grand Regent Vizier. All majority Eastern Church Eyalets lose unrest, while all majority Divine Rites Eyalets gain unrest. Disables any past or future law on jizya, jannisary recruitment, and other laws that apply on a religious basis.
Sultan-Caliph
(description)
Effect: dismisses the current Grand Mufti and unites the title including all its powers with the Sultan. All majority Eastern Church Eyalets gain Unrest, while all majority Divine Rites Eyalets lose Unrest.

Military Laws
Western Model Army
(description)
Effect: increases all Revenue costs to Exercises by 1 but also increases the Clout gained from them in Diplomatic Plays by 1.
Tanzimat
Standing Army Reform
(description)
Effect: The political loyalty of all levies commanded by the Pasha of War is instead transferred directly to the Sultan, removing the ability of the War Pasha to ever join a civil war against the Sultan. This will however greatly reduce the size of the Janniseries, the Sultan's personal levy. (more tbd)

Economic Laws

Opium Ban

(description)

Effect: every opium-producing eyalet loses 2 Revenue; hit to diplomatic relations with Gwaenod; +1 Unrest in every eyalet; +2 Revenue to every urban eyalet

State Interventionism

(description)

Effect: the Bureau of Finances can develop Provinces by paying the required Revenue cost as well as matching Clout.

Land Reforms

(description)

Effect: -1 Unrest in every rural eyalet, -1 Revenue in every urban eyalet

Cash Crop Farming

(description)

Effect: +1 Unrest in every rural eyalet, +1 Revenue in every rural eyalet

Banking Secret

(description)

Effect: the Special Police can no longer trace Revenue movements between individuals

Tanzimat

The Royal Census and Tax Code Reform

(description)

Effect: The Sultan will have complete information on the revenue and manpower extracted from every single Eyalet. (more tbd)

Internal Laws

Special Surveillance Laws

(description)

Effect: the Secret Police can place an entire Faction under surveillance, making any Plots instigated by their members more likely to be discovered.

Domestic Espionage

(description)

Effect: every Round, the Secret Police will learn vague details on an Investigation targets Clout expenditure (i.e. "towards a Plot", "towards a Play", "given to someone else" etc).

Right of Assembly

(description)

Effect: Effendis can move up to 3 Clout to other Effendis per Round

End Press Censorship

(description)

Effect: +1 Unrest in all urban eyalets. Secret Police cannot edit Gazette.

Tanzimat

Reorganization of Internal Security

(description)

Effect: More spies? The Sultan can start and end Investigations without the Grand Eyüp's cooperation.

Diplomatic Laws

Professional Diplomats

"The Devlet's diplomatic corps is, at present, a gentlemen's club where hobbyists dabble in grand strategy and are outplayed by the foreign nation's colossal diplomatic apparatuses. It must be reformed to be a professional institution, subject to rules and regulations."

Effects: cannot dismiss Diplomats without the Vizier's or Sultan's approval, Diplomats must make their Clout expenditure public to the Pasha of Peace.

Court Protocol

"The Devlet must not allow foreign ambassadors to slink off unsupervised and to meet with who knows what disreputable elements in secret. Expensive though it may be, everything from their morning coffee to the Sultan's precise audience hours will be scheduled and organized."

Effects: Diplomats cost 1 Revenue more (not added to Salary). The Pasha of Peace is informed about all ambassador activities.

Diplomatic Delegations

"By ensuring that foreign ambassadors negotiate at all times with more than one person - and some of the delegates are chosen from among our diplomat's own rivals - it will become much more difficult for them to negotiate down a single incompetent or malicious opponent."

Effects: Diplomats cost 1 Revenue more (not added to Salary). Caps ambassadors Clout expenditure per Round at 3.

His Majesty's Parliament

"Formalizing what is already evident, that the landed interests in the Devlet assist the Sultan in his government through faction politics and consensus building, will throw a bone to progressives while placing the Sultan firmly in charge."

Effects: all Effendis in a Faction not under surveillance and whose leader is not censured gain 1 Clout; the Sultan can call an Election as a free-for-all Play between all Factions, and name the leader of the winning Faction as Grand Vizier.

Construction of the Sublime Porte

(description)

Effect: Expulsion of ambassadors has no negative consequences, knowledge of ambassador activities?

Tanzimat

Congress of Fenarut

(description)

Effect: start a unique Diplomatic Play with the Devlet's demand being recognition as a sovereign Great Power in its current borders. Failure will result in an intervention.

Restoration

X

Palace Coups

(Palace Coup mechanics)

Note: repeat Palace Coups will be devastating to the Sultanate's legitimacy both abroad and at home. Give the impression that whoever is Sultan is a matter of cabinet consensus and you'll provoke the Great Powers into demanding a role in the process - and refusal to do so can be used as pretext for an intervention! Likewise, eroding the Sultan's role to an expensive sham will galvanize republicans and liberationists, who will not stop until they've removed the cumbersome privileged elements that run the Sultan's government (that's you).